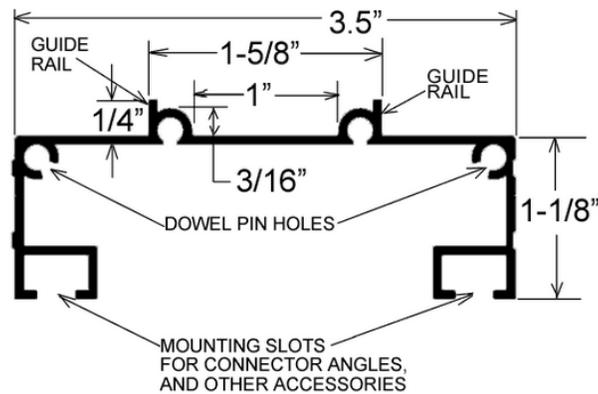


Hardwood Derby Race Rules

1. Each participant must be a current Club member to enter the race.
2. Cars built for earlier competitions are not allowed.
3. No weight limit.
4. All wood construction except for wheels and axles.
5. No added weights (no lead, zinc, or tungsten)
6. Width less than 2-3/4 in. including the wheels. Block width should be approximately 1-3/4". See diagrams.
7. Overall length less than 7 in. See diagrams below
8. The car must have a 3/8-inch clearance underneath (from tabletop to the bottom of the car). See track specifications below.
9. Maximum height must be less than 6" to allow car to pass under timing system. See diagram below.
10. Must use stock wheels and axles from official BSA Pinewood Derby® car kit
11. A light sanding and polishing of axles is allowed
12. No aftermarket wheels or axles will be permitted. Axles that have been grooved or nickel plated are prohibited. The car must use all four wheels and axles. The use of only three or less wheels is prohibited.
13. The width of the wheel surface touching the track must not be reduced. Wafering or rounding of the wheel surface is prohibited. Wheels may be sanded or polished to remove molding flaws. Excessive sanding or polishing that makes the BSA markings on either the exterior or interior of the wheel unreadable, will render the wheel illegal.
14. The car must be "free-wheeling" with no starting devices.
15. No oil, grease or silicone spray may be used on the axles or wheels. Only powdered graphite is allowed.
16. After the car is impounded, only race judges, starters and runner may handle it.
17. The front of the car cannot be shaped in a manner which will allow any part of the car to extend beyond the starting gate / pin. (To prevent this, the bottom edge of the front of the car should not be higher than 1/2 inch from the track). Cars that cannot start in a forward position will be allowed to race backwards. If the car cannot be held in either position, it will not be allowed to race.
18. If a car jumps the track, there will be no heat. If a car jumps the track three (3) times, it will be disqualified. A heat in which a car fishtails or goes through the finish line without interfering with the other car will be considered a valid heat.

19. At the race judge's discretion, and under his/her supervision, a repair time of three (3) minutes will be allowed for repairs on cars damaged while competing. Should the car be called to race during the 3-minute period, the race will be halted until the car is repaired or the 3-minute period has expired. Should the 3 minutes expire before the repair is completed, repairs may continue, but the car will forfeit any heat while repairs are made. Missed heats cannot be made up.
20. All decisions of the judges are final.

END VIEW OF SINGLE TRACK LANE



WWCH 2023 Hardwood Derby

